

Junior Texas Thespian Regional Festivals 2023-24

Tech Relay Handbook

Overview

The Tech Relay is a series of events that are designed to test your knowledge of basic skills that every technician should have. The combination of team and individual events underline the principle that theatre technicians do not work alone and an ensemble that works together to accomplish the given tasks makes the production successful. In technical theatre both time and accuracy are critical to a successful outcome. As artists we demand excellence in the tasks we are given, but as technicians we also have to perform the tasks quickly and efficiently so as not to disrupt the production process.

The Tech Relay consists of four events, individual and team (or pair) events. These events represent the basic skills that every technician should possess to be well-rounded theatre professionals. Your overall team can have up to seven members but 'team events' have a specific number. See individual events for details. There shall be a team score sheet carried by the teams for their results from the judges.

- All participants **MUST** wear closed toed shoes on the event floor. If the judges determine a student is not wearing appropriate footwear, *the student will not be allowed to compete.*

Relay events:

- **Knot Tying**– (Individual Event) Two people per team. Each gets one try.
- **Lighting: Hang & Focus** – (Individual Event). Two people per team. Each gets one try.
- **Costumes: Quick Change** – (Trio Event) One trio per team. Trio gets one try.
- **Cable Relay** - (Team Event) The team gets one try.

We acknowledge the fact that there are many ways to accomplish these tasks and that various professionals, vendors and educators may have different methods and materials. The study materials will provide criteria for your team preparation for each event.

We update events and guidelines each year to make this Tech Relay an educational experience as well as a fun competitive outlet for our young technicians.

Scoring / Timing

Students will be timed at each event. These times will act as your score.

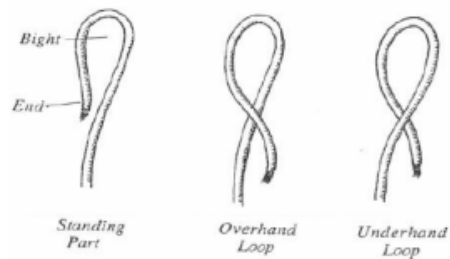
Event Guidelines

Knot Tying (Individual Event)

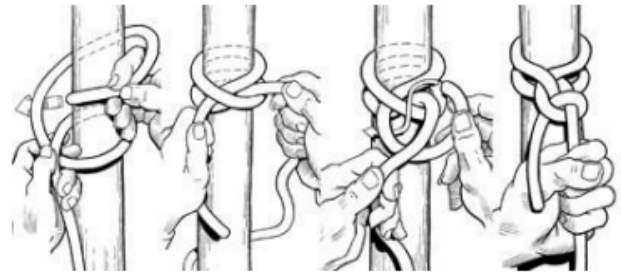
This is an individual event. Two people per team can try this event, and each gets one attempt. The maximum time allotted is 2 min.

In this event, individuals will be asked to correctly tie a series of commonly used knots.

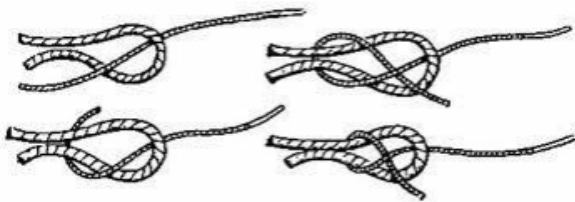
Event Skill: Knot Terminology



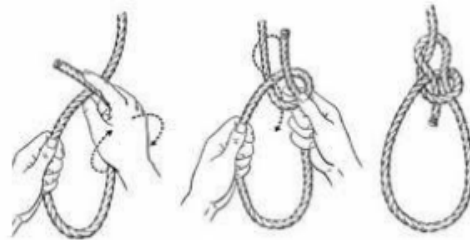
Event Skill: Clove Hitch with Half Hitch



Event Skill: Sheet Bend



Event Skill: Bowline



Required Sequence:

1. Leave the start line
2. Tie a clove hitch on the pipe stand.
3. Tie a $\frac{1}{2}$ hitch on the clove (a locking knot)
4. Tie a second line to the first with a sheet bend (a tailor's knot).
5. Tie a bowline around the bucket handle – (no longer a one-handed bowline)
6. Task completed when the contestant lifts the bucket by the rope.

Common Mistakes:

- Placing rope in mouth
- Failure to complete knot
- Inconsistent knot
- Blatant disregard for the rules

Lighting: Hanging & Focusing an Instrument (Individual Event)

This is an individual event. Two people per team can try this event, and each gets one attempt. The maximum time allotted is 3 min.

The participant will be allowed to use an adjustable (Crescent) wrench that they bring or will be provided to them.

Successful completion of this event is when the fixture is secured properly to the pipe, powered on and correctly focused to the shape marked out on the wall.

HOW TO HANG AN ELLIPSOIDAL

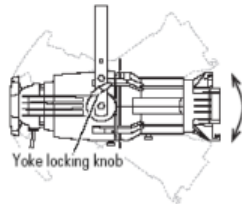
1. Place **C-CLAMP** over the pipe at the designated hanging location. **NOTE: the opening of the C-clamp should be facing the person hanging the unit on the electric pipe that the unit is placed on.**
2. Finger tight the pipe bolt
3. Attach the **SAFETY CABLE** through the **YOKE** and **around** the electric pipe.
4. Tighten the Pipe Bolt and adjust the c-clamp as necessary so that it is secure on the electric pipe. **NOTE: pipe bolt should be no tighter than ¼ turn past finger tight.**
5. Pull all of the shutters in the fixture to open.
6. Plug the **TAIL** of the lighting instrument into the designated **CIRCUIT**.

HOW TO FOCUS AN ELLIPSOIDAL

1. Adjust the **PAN** of the unit so that it is set in the desired location. .
2. Adjust the **TILT** of the unit so that it is set in the desired location.
3. **FOCUS** the **BEAM** to the desired beam edge.
4. Using the **SHUTTERS** and the rotation knob as necessary shape the beam of light to the desired shape and angle.
5. Make sure all nuts, handles and knobs are tightened so the instrument does not **DROP FOCUS**.

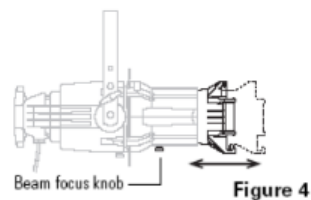
Setting the angle within the yoke

1. Loosen the yoke locking knobs. (Do not remove them.)
2. Tilt the fixture to the desired position.
3. Tighten the yoke locking knobs to secure the fixture in position.



Focusing the beam

1. Loosen the beam focus knob located under the barrel.
2. Slide the lens tube forward or backward to achieve the desired beam edge.
3. Once the fixture is focused, tighten the beam focus knob.



Common Mistakes:

- The fixture being hung upside down: Most Ellipsoidal fixtures have a drop in iris slot on the top of the fixture; the gel clip holder should also be on this side of the fixture. This needs to be on top of the fixture when focused.
- Forgot the safety cable.

- Bolts and knobs are not tightened.
- Shutters not open prior to powering fixture: This increases burn on the shutters of the fixture.
- Shutter Cuts: The shutters must be matching the inside edge of the designated shape.
- Sharp Focus: All fixtures will be set to a soft focus during event set-up. It is the responsibility of the participant to provide the sharpest possible focus of the fixture.
- Placing items in mouth: This is not allowable as you do not know where or what these components have touched in the past.
- Dropping items: This is enforced for safety sake; the placing of items on the ground during the event can cause a trip/slip hazard.
- You need to carry your adjustable wrench on your person at all times during the event, it can be in your pocket as the rules allow.

Costumes: Quick Change (Trio event)

This is a trio event. Three people per team get one attempt. The maximum time allotted is 3 min.

Judging is based on speed, smoothness of change and final look.

20 seconds for assessment before the actor is released from the starting line. Crew can prep SCENE 1 pieces by placing them on the ground or holding them. After their 20 second prep time is up, the judge will release the actor and official time will begin. *Note: actor will enter even if contestants are not ready.*

Required Sequence:

1. Actor will leave the start line and begin prepping.
2. Actor will be fully dressed in scene 1 outfit **Note: Actor can help during change by unbuttoning, stepping out, removing shoes, etc. but only if crew requests.**
3. Assist the performer out of Scene 1 outfit
4. Undo fastening
5. Help lift over head or off arms
6. Assist the performer into Scene 2 outfit
7. Do fastenings – must be completely buttoned
8. Put on hats or accessories
9. Rehang Scene 1 outfit neatly and properly
10. Once Scene 2 is set and Scene 1 is rehung, the contestants run to the finish line.

-Crew must rehang Scene 2 as they found it. This is not a part of your official time.

Common Mistakes:

- Scenes 1 and 2 clothing not properly placed on actor (snapped, hooked, laced...)
- Missing accessories
- Scene 1 outfit not hung up or not placed on hangers properly
- Dropping hangers or other items

Cable Roll-Up Relay (Team Event- 4 people)

This is a team event. Each team gets one attempt.

The cables being used for this event are power cables, although sound or DMX cables may be used.

Participants shall be in the starting box, which will have a next participant area notated in it. Once the cable is in its storage spot the participant will tag the next participant to begin and proceed back to the starting box. The cables are then judged for neatness, size, and proper location. Once judging is complete, the team will restore the event under the supervision of the judge before being released from the starting box.

Scoring

The correct procedure of coiling the cables is more important than the speed of the event. Each incorrectly coiled cable will add 5 seconds to the team's time. Blatant disregard for the rules will result in the maximum time being recorded.

Required Sequence:

1. Start by making sure your cable has no kinks in it, and that it is not twisted. Now place your hand out flat and lay the cable in your hand with the connector hanging freely between your thumb and index finger.
2. Using your free hand, pull a length of the free cable towards your body. The longer the length, the bigger the coils you will make; pull to just past the elbow for a good size tidy coil.
3. Using the hand you pulled towards your body, move the cable back towards your other hand. While doing this, use your thumb and index finger (keep your wrist straight) on the moving hand to turn the cable through half a turn (180 degrees). This will cause the cable to make a loop.
4. Place the newly formed loop into the first hand and repeat the whole process until all the cable is coiled.

Common Mistakes:

- Rolling cables over the arm: This does not allow the cable to follow its natural roll pattern.
- Messy and Inconsistent roll size: Cable should be the same size as equal length cables. This allows for neat storage of the cable. All same size cables should be not more than 2" larger or smaller than the other cables of the same size used for this event.
- Cables in wrong storage location: Storing the cables in the proper location is crucial, if you go to grab a 25' cord and a 20' is in its location that can lead to added time to complete the installation.

[Tech Playland Setup](#)